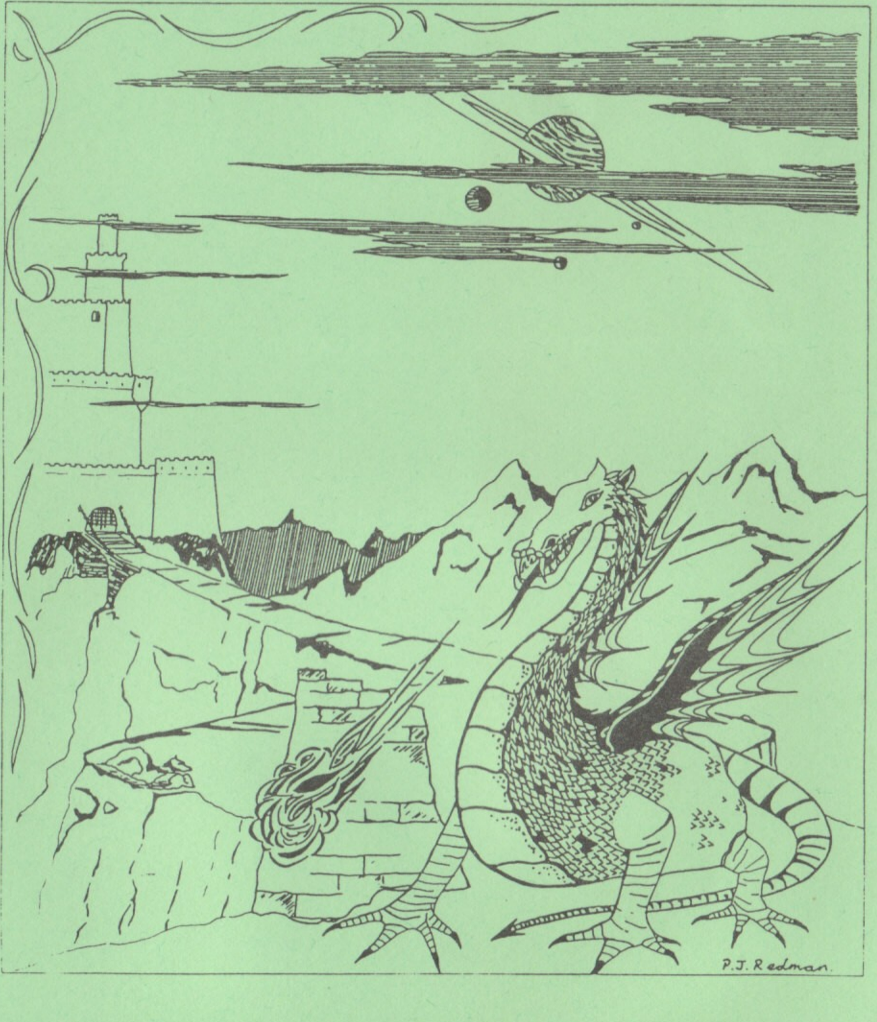
Dungeon Adventure



DUNGEON ADVENTURE

Jubilation reigns in Minas Tirith! At sunset yesterday the city was besieged by a sea of orcs, with more arriving every hour, and it seemed that the defenders were doomed. But at sunrise, the watch looked out over an empty plain - the attackers had given up the assault when on the point of victory.

Initially, the only reaction was stunned amazement. But gradually a rumour began to spread: first whispered in quiet corners, lest the telling should make it untrue, but eventually shouted in every street. .

"The Demon Lord is dead!"

When this was confirmed by the Wizard's council, a two week carnival was announced - the provisions hoarded against a long siege were lavishly dispensed and the population proceeded to enjoy themselves as you would expect.

But a few people, yourself included, thought along different lines as follows:

1) The Demon Lord must have been very rich;
2) If He really is dead, His treasures may be unguarded;
3) When the orcs marched south they cut a swathe of destruction through the countryside but they moved too fast to completely loot the area;
4) So, if I were to ride swiftly north, I'd have no problem in finding provisions and could probably reach the Black Tower in ten days. The wizards would never have repaired their teleport system by then, so I'd very likely be the first person there.
5) This could make me incredibly rich.

You gather together all the lethal weapons you can get your hands on and leave within the hour.

All goes well. You have taken a team of horses and make very good progress indeed (aided by Horseshoes-of-Speed, a Staff-of-the-Seasons for fodder, night-sight goggles etc 'donated' by a cavalry barracks) and after eight days are nearing the Black Tower, lair of the Demon ex-Lord.

Then, about a mile from the tower itself, you are riding through a seemingly-deserted forest when a spell is cast! Your anti-magic defences spring into action but too late.. you fall to the ground asleep.

Some time later you wake, cold and wet, on a sandbank north of a wide river. All of your weapons and magic are lost. It seems that you were robbed and then your body thrown into the river but that, rather than drowning you have survived long enough to be washed up on the shore.

The only problem is, what to do now? Can you take on the Dungeons of the Demon Lord unaided? It seems you have little choice as this is where the game starts...

"Good Luck! You'll need it!"

The Game

Dungeon Adventure is a full scale adventure game with well over 200 individually described locations, 700 messages, about 100 objects etc etc. You will have to solve a very large number of puzzles while collecting the treasures left by the Demon Lord!

To play Dungeon Adventure, load it from cassette and then simply enter English phrases to tell the computer what you want to do (eg. MOVE NORTH, FILL THE POT, CLIMB THE CLIFF, LOOK AROUND). The program will act as your eyes and ears (and NOSE!) to describe your surroundings.

In fact, Dungeon Adventure is amazingly easy to play - you don't need to be able to find the cursor keys blindfold or hammer the space-bar for hours. But it will probably take weeks (or months) to complete! Fortunately you can use the SAVE command to store the current state of the game and return to everyday life for a while, resuming play later.

How to load and Start

This adventure game is for the Amstrad CPC 464. To load and start, type the following and press ENTER:

RUN""

Put the cassette in your datacorder and press PLAY and ENTER. When the title page has loaded, press ENTER again. Then the game will load quickly and start automatically (there's a copy on each side of the tape).

Loading Advice

We test cassettes thoroughly and few people should have any difficulties in loading our games. If you do have any problems, however, the following may help:

1. Try the other side of the cassette.
2. Clean and demagnetise the datacorder, following Amstrad's instructions.
3. You may really have a bad cassette. As a last resort, return it under guarantee to get a replacement (just return the cassette, it costs more in postage if you return the box as well).

Instructions

Unlike our other games, Level 9 Adventures contain few instructions within the programs (though there are a lot of hints in room descriptions etc). We feel that this type of game is very easy to play and that the space is better used for more rooms and puzzles etc.

The program asks "What next?" whenever it expects you to enter another command. Simply type an English phrase to tell it what you want to do and press RETURN. The program will act on your request, ask you for the next command, and so on.

The program has an extensive vocabulary of English words (over 200) and looks at your entered command, picking out the words it knows and 'guessing' your meaning from these. It only uses 2 or 3 words from each phrase, so you are advised to keep instructions simple.

In practice, this works well and you should find it is simple to state what you want to do. If the program does not understand just rephrase your request.

Dungeon Adventure provides considerable freedom in possible commands, but to help you get started some possible instructions are summarised below:

INVENTORY	(What am I carrying?)
MOVE EAST	(Move east)
NORTHWEST	(Move northwest)
WALK INTO THE MOUTH	(Move in)
TAKE THE WOOD	(Take something)
DROP THE CORPSE	(Drop something)
GIVE MONEY TO TROLL	(Give a bribe)
SEARCH THE HAYSTACK	(Search for hidden things)
WEAR BELT	(Wear something)
WAVE WAND	(Wave something)
PUSH BUTTON 1	(Push button 1)
NIBBLE THE MUSHROOM	(Eat something)
WALK DOWN THE SLIPPERY SLOPE	(Move down)
WHAT'S MY SCORE?	(How well am I doing?)
EXAMINE SWORD	(Look closely at object)

These are only a small sample of the words known by the program. To save typing, words can be abbreviated (eg. EAST to E and NORTHEAST to NE).

There are also three special commands that you need to know. These are:

Command	**Meaning**
QUIT	Abandon the game (you have to answer a Y/N question to check that you mean it, and are given the chance to start over again).
SAVE	Save the current state of play on tape. This is like the ordinary "SAVE" command.
RESTORE	Restore (restart) a previously saved game so that you can carry on with it. This is similar to the ordinary "LOAD" command.

Scoring

You score points for collecting treasures and leaving them in the store room. There are also bonusses for getting rid of undesirable beings (though, to discourage massacre, only the worst enemies give you a bonus).

On the debit side, you lose points if you manage to get yourself killed.

Hints

You are entitled to one free clue, and a SAE is enclosed so that you can send any one question to Level 9 if you get stuck. We'll try to reply by the next post. Don't use up the clue too soon - you may waste it on something that you'll work out yourself while the answer is in the post.

Answers will be truthful, but may be cryptic if you try to find out too much. We also reserve the right to give partial answers to questions such as "Please list all the objects in the adventure, with their functions" as they take too much time to answer fully.

* Almost everything in Dungeon Adventure has a purpose, and you can get an idea as to what this is likely to be by EXAMINing an object.
* Resurrection is possible, and uses a machine which is initially situated very close to where you start the game. By default it only works while you remain close to this machine, and you must register your body pattern for it to work at all.
* The setting for Dungeon Adventure is a "cave network" that was originally the headquarters for the Demon Lord. Some parts are now blocked off by rock falls, but it may help you to bear in mind the original functions (if you can guess them) of the accessible parts.

* In response to user requests, there are several ways of carrying a lot of objects at once!

Implementation

Dungeon Adventure is written in Level 9's own super compact language known as 'a-code'. To give you an idea of the compaction possible with this, a typical BASIC statement is equivalent to 4 bytes of a-code (approximately). A-code is also faster than BASIC.

The text messages are compressed to about half their normal size for storage (and we get further size reduction by only having one copy of messages such as "You are").

Together, these methods of size reduction allow a huge amount of program and text to be squeezed into a small space.

Dungeon Adventure is based around the D&D magic system as modified and used by the Cambridge University Wargames society in the mid 70s. All items and architectural features can be made under this system (or equivalent ones including extensions for demon-produced items), and if you are a D&D player you might like to work out how this can be done.

Note that knowledge of this magic system will not provide any real help with solving the game, however, as it merely provides a theoretical framework.

Other Products

Dungeon Adventure was produced by, and is Copyright ©of Level 9 Computing. If you enjoyed this game and want details of other Level 9 products (games or utilities) then please write to:

Level 9 Computing
229 Hughenden Road
High Wycombe
Bucks.
ENGLAND

